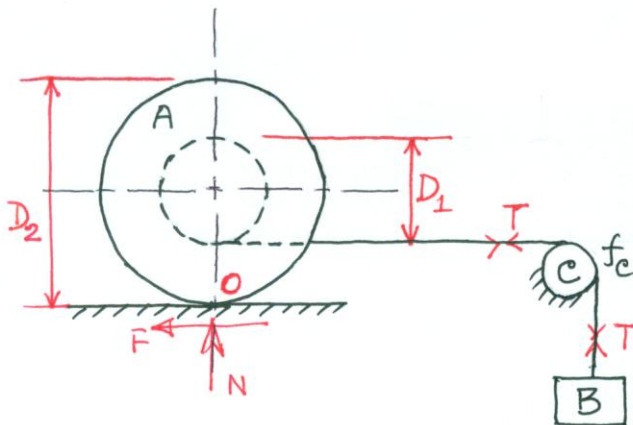


1450/P. 422



$W_A = 200 \text{ lb}$

$\bar{I}_A = 6 \text{ slug-ft}^2$

$D_1 = 2 \text{ ft}$

$D_2 = 3 \text{ ft}$

$W_B = 32.2 \text{ lb}$

$f_c = 0$ (i.e. smooth peg)

(a) $\bar{v}_A = ?$ $a_B = ?$ for $s_B = 20 \text{ ft}$

(b) $T = ?$

(c) How does \bar{a}_A vary with increase of D_1 ?

Solⁿ For the entire system,

$U_{net} = W_B \cdot s_B = 32.2 \times 20 = 644 \text{ lb-ft}$

$\Delta KE = \frac{1}{2} \frac{W_B}{g} v_B^2 + \frac{1}{2} \frac{W_A}{g} \bar{v}_A^2 + \frac{1}{2} \bar{I}_A \omega_A^2$ — (1)
 [Considering c.g. of A as the ref. point]

Now $\frac{\bar{v}_A}{v_B} = \frac{r_A \omega}{r_B \omega} = \frac{r_A}{r_B} = \frac{1.5}{0.5} = 3$

$\therefore \bar{v}_A = 3 v_B$ or $v_B = \frac{\bar{v}_A}{3}$

$\omega = \frac{\bar{v}_A}{r_A} = \frac{\bar{v}_A}{1.5}$

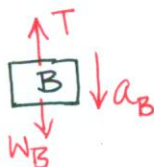
Therefore, from eqⁿ (1)

$4 KE = \frac{1}{2} \times \frac{32.2}{32.2} \times \frac{\bar{v}_A^2}{9} + \frac{1}{2} \times \frac{200}{32.2} \times \bar{v}_A^2 + \frac{1}{2} \times 6 \times \frac{\bar{v}_A^2}{1.5^2}$
 $= 4.494 \bar{v}_A^2$

According to the principles of work and kinetic energy

$U_{net} = 4 KE \Rightarrow 644 = 4.494 \bar{v}_A^2 \therefore \bar{v}_A = \boxed{11.97 \text{ fps}}$

$\therefore v_B = \frac{\bar{v}_A}{3} = \frac{11.97}{3} = 3.99 \text{ fps.}$



For body B

$v_B^2 = 2 a_B \cdot s_B \therefore a_B = \frac{v_B^2}{2 s_B} = \frac{3.99^2}{2 \times 20} = \boxed{0.398 \text{ fps}^2}$

$\Sigma F_y = m_B a_B \downarrow +ve$

$\Rightarrow W_B - T = \frac{W_B}{g} \cdot a_B$

$\therefore T = W_B - \frac{W_B}{g} \cdot a_B = 32.2 - \frac{32.2}{32.2} \times 0.398 = \boxed{31.8 \text{ lb}}$

Note: As B moves downward, A rolls to the left. Because of plane rolling, frictional force F does no work.

$\omega \rightarrow$ angular velocity of c.g. of A.
 $\bar{v}_A \rightarrow$ velocity of the c.g. of A
 $v_B \rightarrow$ velocity of a point on the chord

Note: v_A and v_B are the velocities relative to point O, therefore ω is also the angular velocity of the c.g. of A about the instantaneous center O.